



Transform 'n Go™ Rocket

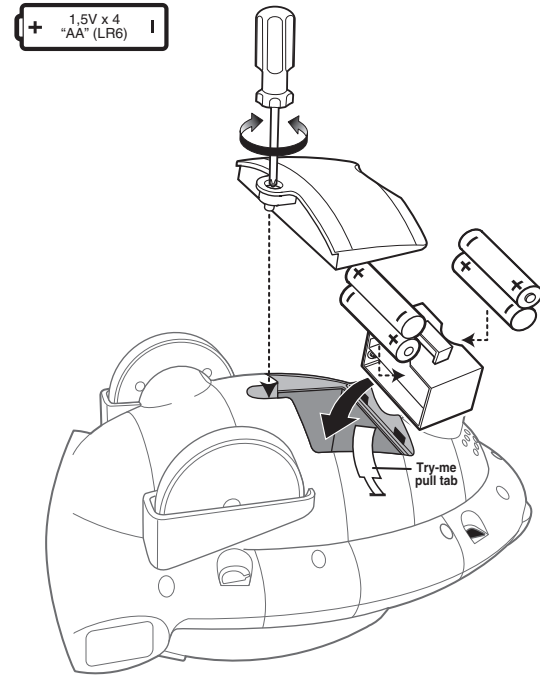
INSTRUCTIONS

Please keep these instructions for future reference as they contain important information.

BATTERY INSTALLATION:

Unscrew and lift cover away from bottom of product. Replace batteries as indicated inside the battery compartment. Batteries included are for demonstration purposes only. For longer life use only alkaline batteries. Requires 4 "AA" (LR6) batteries. Do not connect the toy to more than the recommended number of power supplies.

Required tool: Phillips screwdriver (not included)



BATTERY SAFETY INFORMATION

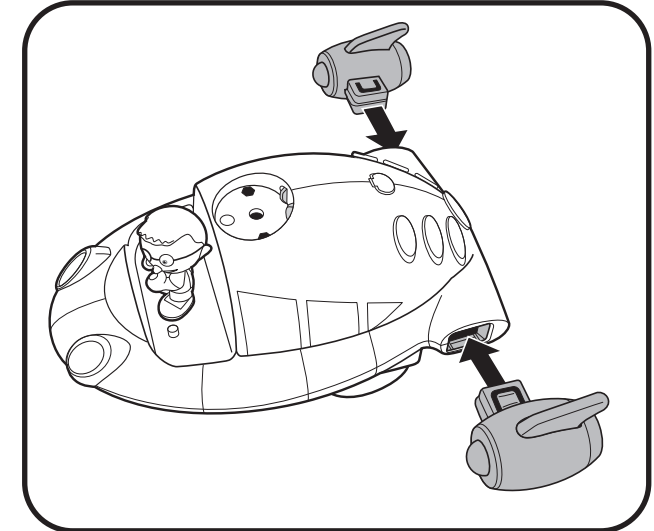
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this toy in a fire. The batteries inside may explode or leak.

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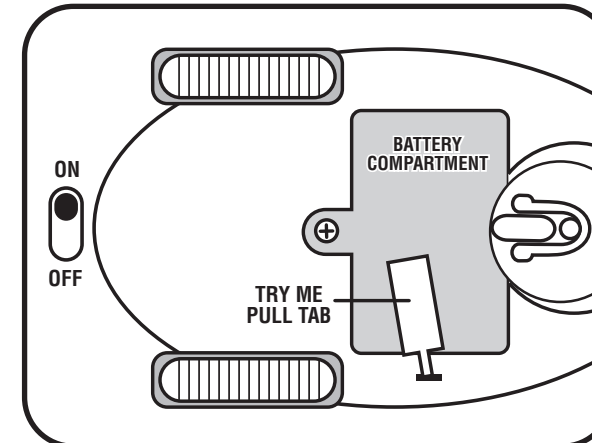
HOW TO ASSEMBLE

• Insert the two engines into Rocket, as shown. **NOTE:** These are "one-time snaps". Once they are snapped into Rocket, they cannot be taken apart.



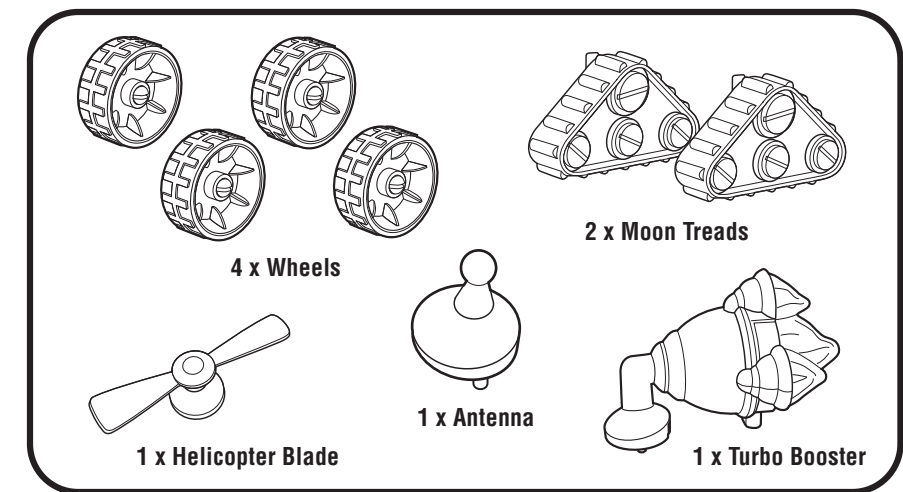
BEFORE YOU BEGIN

- Remove and discard the "Try Me" pull-tab, located on the bottom of the toy next to the battery compartment (see battery diagram). Once the TRY ME pull tab is removed, the toy will perform its full play pattern as described below.
- Be sure the ON/OFF switch is in the ON position. The ON/OFF switch is also located next to the battery compartment.



HOW TO PLAY

There are 9 different plug in pieces:



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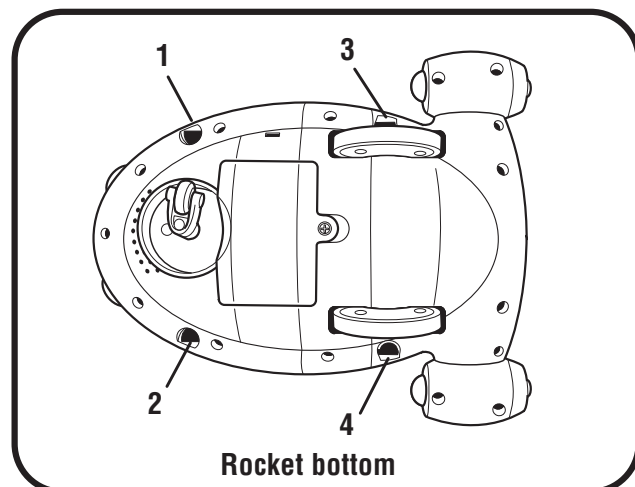


Back

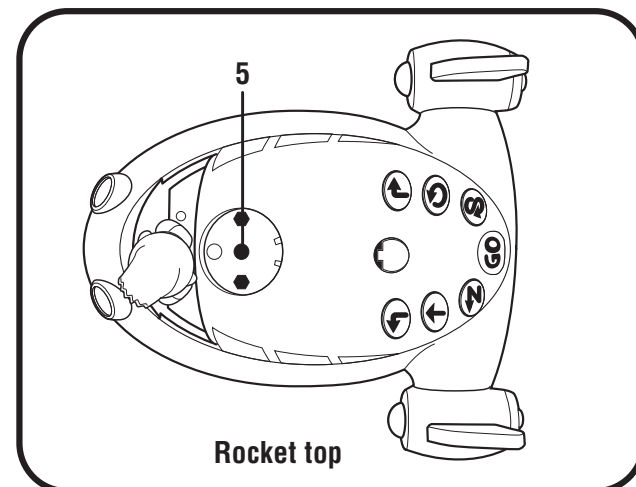
Front

There are 5 places you can plug into:

1. Front Left
2. Front Right
3. Back Left
4. Back Right
5. Top Of Rocket's Dome



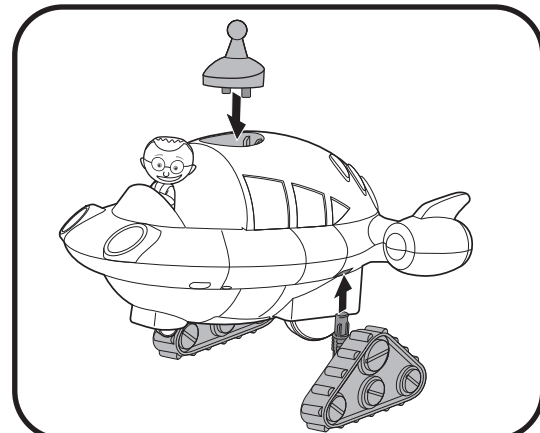
Rocket bottom



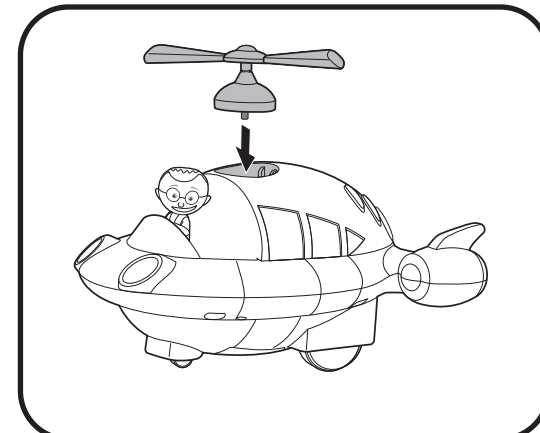
Rocket top

The Transform and Go Rocket can be configured into into 3 different vehicles:

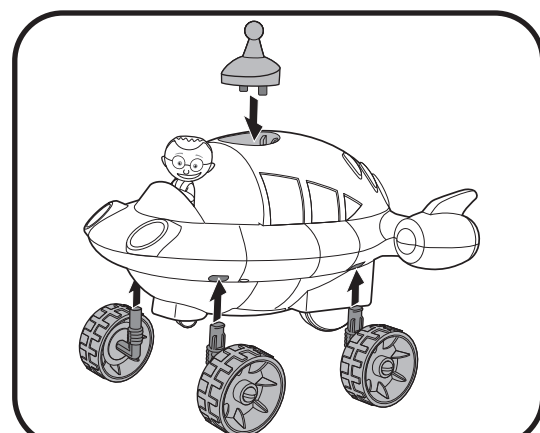
• Moon Rover



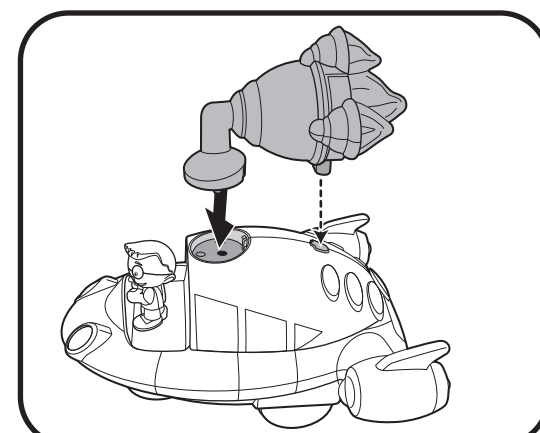
• Helicopter



• Dune Buggy



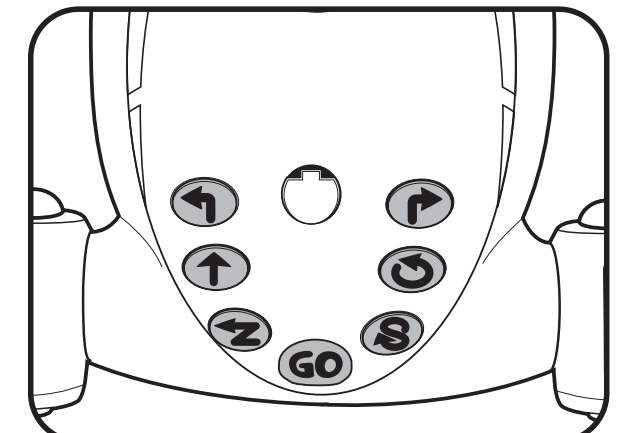
You can also add the Turbo Booster for super fast mode!



Each transformation activates the appropriate sounds for that vehicle and fun character phrases.

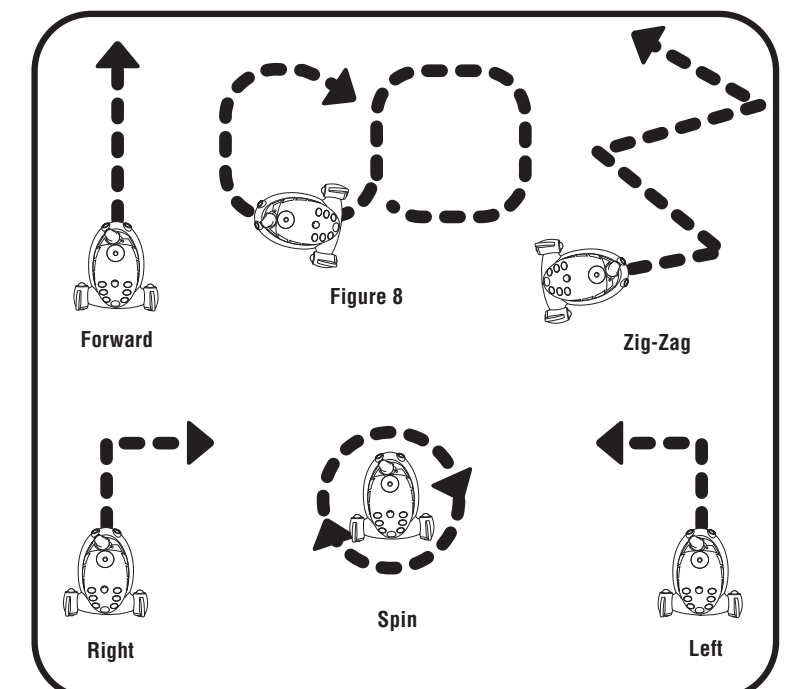
NOTE: Rocket will not properly recognize the new vehicle unless the parts are plugged into the appropriate spots as shown.

After you transform the rocket, you can program in a sequence of moves using the keypad on the back of rocket.



There are 6 different moves you can program:

- FORWARD
- ZIG-ZAG
- FIGURE 8
- SPIN
- LEFT
- RIGHT



You can program up to 20 moves for the rocket to perform in a row. After you program the moves, press the "GO" button to make rocket go!

NOTE: The motor will not run and the keypad will be disabled when the toy has been lifted off the ground. For best performance, use on a hard, flat surface.

Figures from other Little Einsteins playsets (sold separately) will also fit into Rocket's cockpit!

BATTERY SAVE MODE

• If the toy is not played with for a period of time it will automatically shut-off to preserve battery life and all moves will be erased. Press any button to resume play and start over.